VRPL

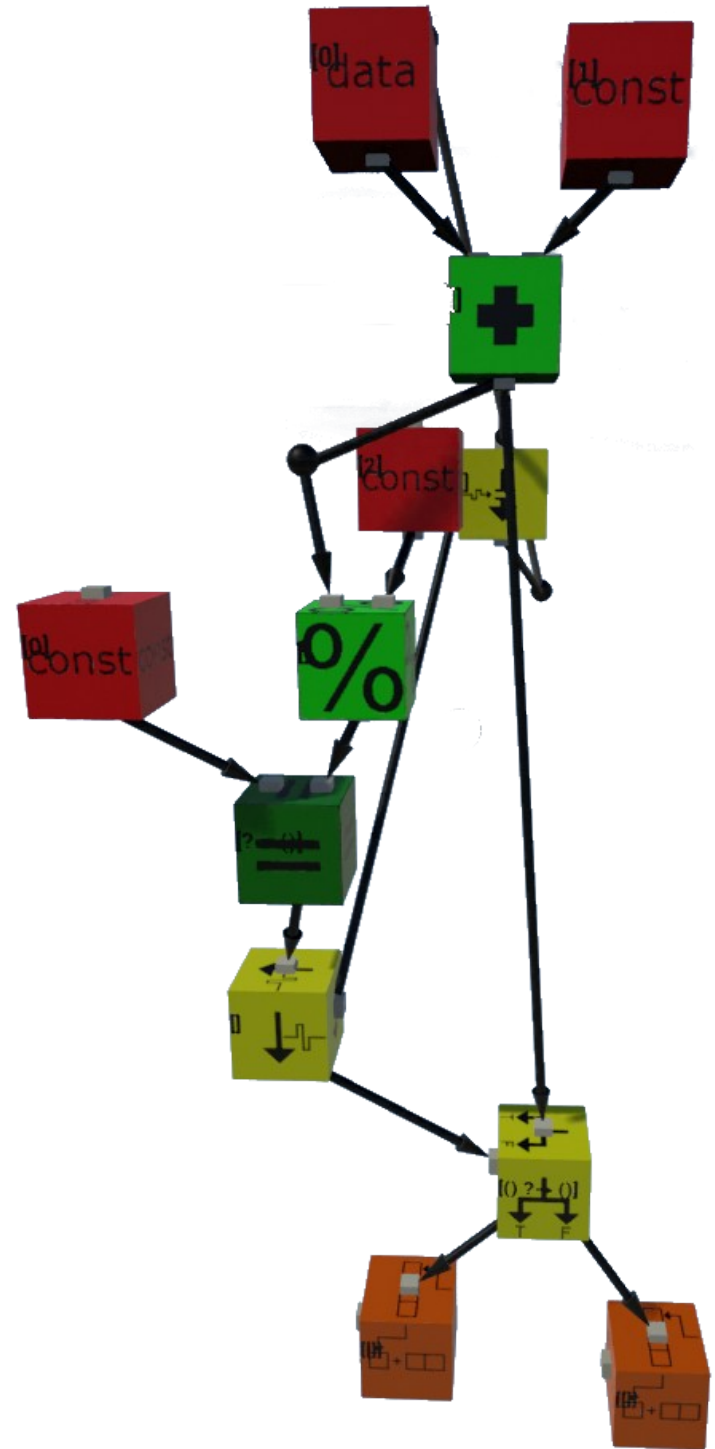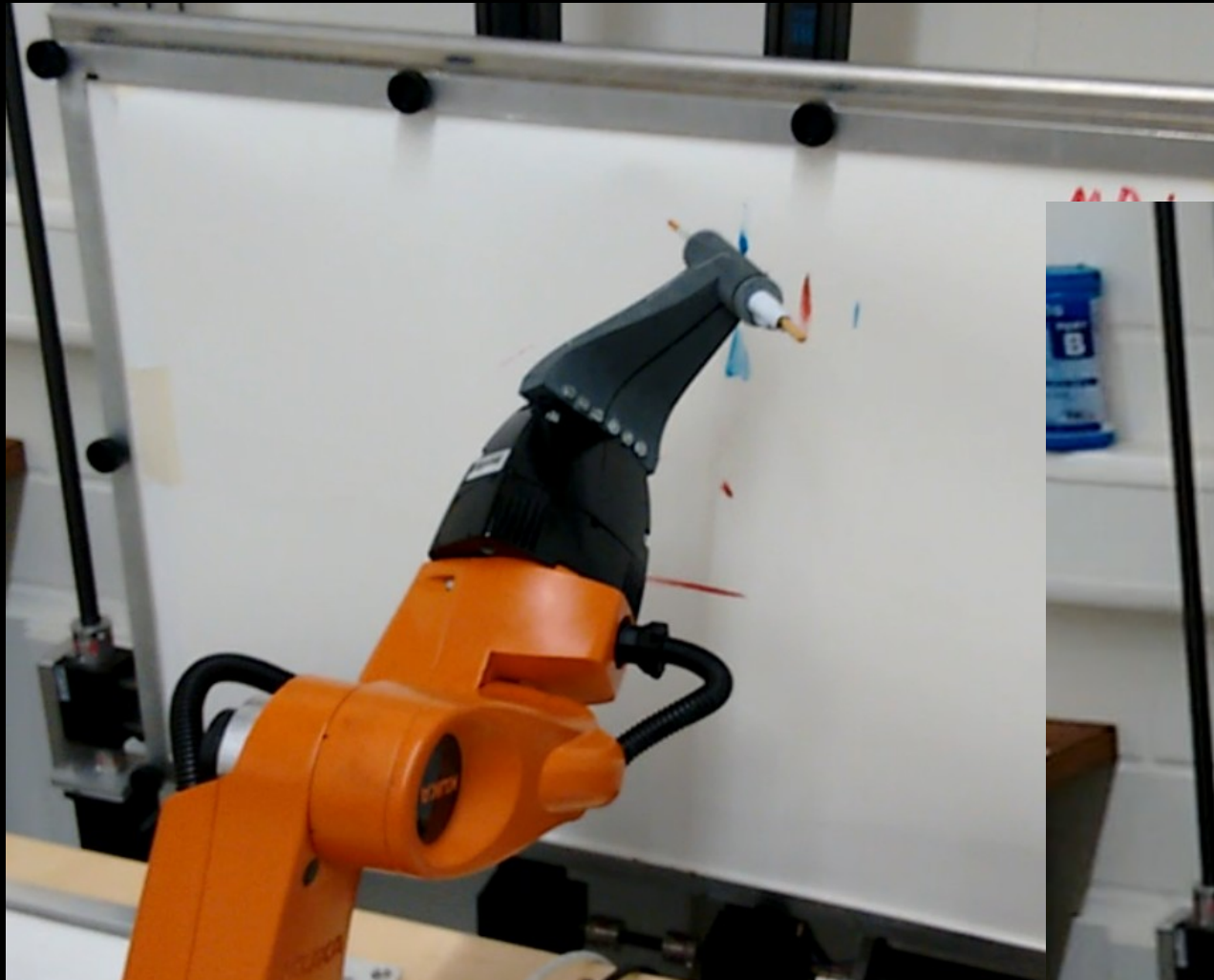## Virtual Reality Programming Language
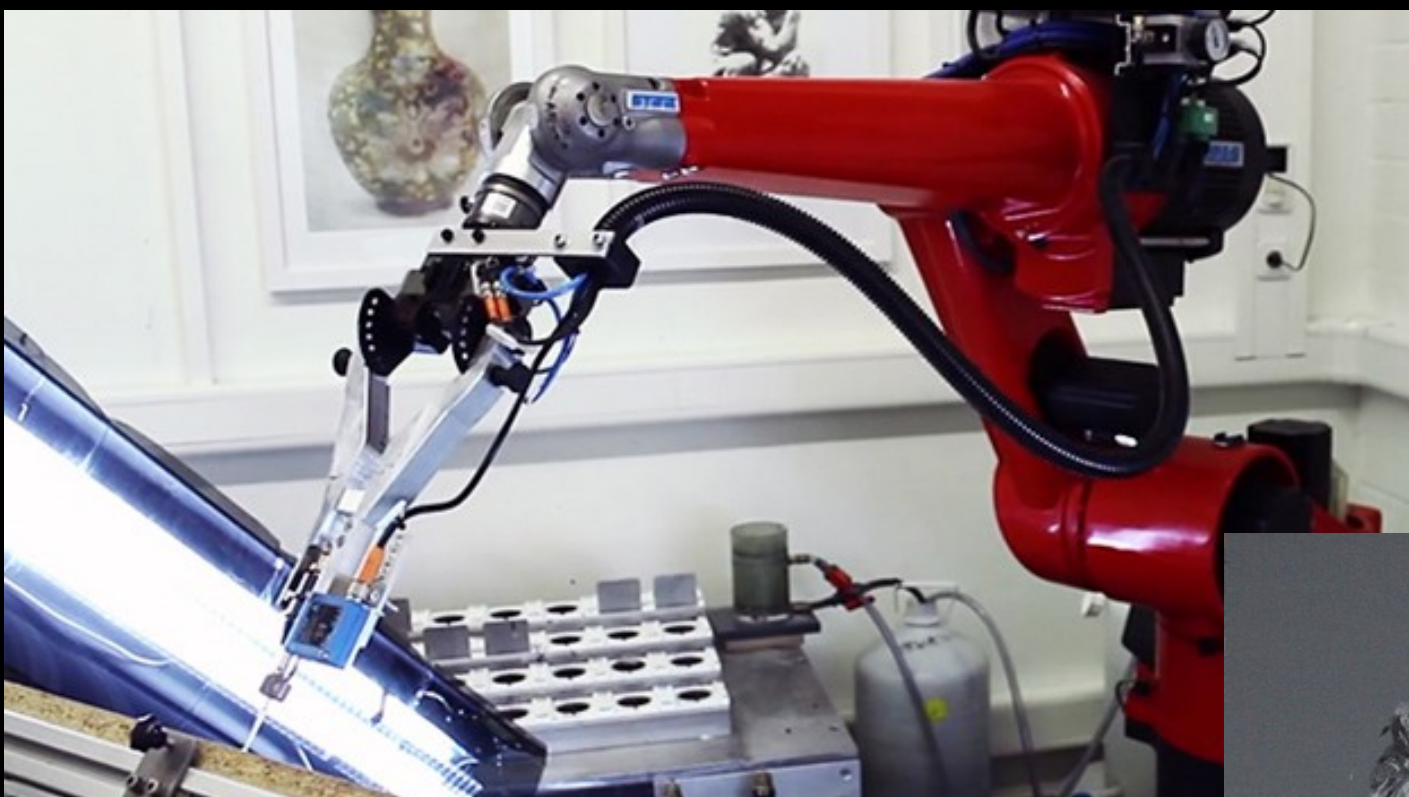


```
public class TcpClientSample
{
    public static void Main()
    {
        byte[] data = new byte[1024]; string input, stringData;
        TcpClient server;
        try{
            server = new TcpClient(" . . . . ", port);
        }catch (SocketException){
            Console.WriteLine("Unable to connect to server");
            return;
        }
        NetworkStream ns = server.GetStream();
        int recv = ns.Read(data, 0, data.Length);
        stringData  = Encoding.
            ASCII.GetString(data, 0, recv);
        Console.WriteLine(stringData);
        while(true){
            input = Console.ReadLine();
            if (input == "exit") break;
                newchild.Properties["ou"].Add
            ("Auditing Department");
                newchild.CommitChanges();
                newchild.Close();
```

Mini eDavid

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